

vtech®

V. SMILE®
MOTION™
ACTIVE LEARNING SYSTEM

DREAMWORKS
**MONSTERS
vs
ALIENS™**



USER'S MANUAL

Monsters vs Aliens™ & © 2009
DreamWorks Animation L.L.C.

Dear Parent,

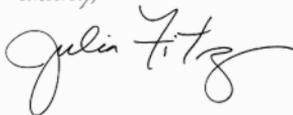
At **VTech**®, we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can parents responsibly allow their children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?

Our answer to this question is **V.Smile® Motion™ Active Learning System**! A big breakthrough for junior gamers, **V.Smile® Motion™** takes educational video gaming to a whole new level with a motion-activated gaming system that engages both active minds and bodies.

V.Smile® Motion™ plugs directly into the TV to provide kids with a high-tech gaming experience using thrilling, age-appropriate learning games and a motion-activated, intuitive wireless controller. The **V.Smile® Motion™ Active Learning System** engages children with two modes of play: the Learning Adventure - an exciting exploratory journey in which learning concepts are seamlessly integrated, and the Learning Zone - a series of games designed to focus on specific skills in a fun, engaging way. Each Smartridge™ game encourages active gaming while giving kids' minds a workout, too, as they learn basic math, reading, science, spelling and more.

At **VTech**®, we are proud to provide parents with a much-needed solution to the video game dilemma, as well as another innovative way for children to learn while having fun. We thank you for trusting **VTech**® with the important job of helping your child explore a new world of learning!

Sincerely,



Julia Fitzgerald

Vice President, Marketing

VTech Electronics, NA

To learn more about the **V.Smile® Motion™ Active Learning System** and other **VTech**® toys, visit www.vtechkids.com



INTRODUCTION

Somewhere in an unknown location inside the United States, a collection of Monsters spends their days in captivity. This ragtag group consists of the 49-foot-11-inches tall Ginormica; the brilliant but insect-headed Dr. Cockroach, Ph.D.; the macho half-ape, half-fish The Missing Link; the gelatinous and indestructible B.O.B.; and the 350-foot grub called Insectosaurus. When the alien Gallaxhar decides to invade Earth, we soon find out that these Monsters may just be Earth's only hope.



GETTING STARTED

STEP 1: Choose Your Play Mode

Move the joystick up or down to choose the play mode you want. Press the ENTER button to confirm your selection.



1. Monster Missions

In this play mode, you can help the Monsters to complete missions through four exciting adventure games. Start playing from the beginning by entering the Adventure Play, or practice your skills in each of the missions individually by entering the Quick Play area.



Adventure play Play four missions consecutively as part of a story.

Quick Play Play any of the missions individually in any order.

- Adventure play

Start the Adventure from the beginning by choosing **New Game** or start the Adventure from the last place you played before exiting by choosing **Continue Game**.

New Game Start the Adventure from the beginning.

Continue Start the Adventure from the last place you played before exiting the game.



• Quick Play

Start Your Game

In the **Quick Play** menu, choose any of the missions you'd like to play. Move the joystick to select the game you want and press **ENTER** to play.

Note: For the details of all Monster Missions games, please refer to the “Activities – Monster Missions” section.



2. Monster Training

In the **Monster Training** menu, choose from any of three games you'd like to play. Move the joystick to select the game you want and press **ENTER** to confirm your choice.

Note: For the details of all Monster Training games, please refer to the “Activities – Monster Training” section.



3. 3D Monster Gallery

In the **3D Monster Gallery** menu, you can view the unlocked 3D images. Press **ENTER** to hear the characters' voices.

Note: Put on the included 3D glasses to see the 3D effect. For the details of 3D Monster Gallery, please refer to the “Activities – 3D Monster Gallery” section.



5. Options

In the Options screen, you can turn the music On or Off, and choose between Limited or Unlimited Energy.



STEP 2: Choose Your Game Settings

1. Monster Missions and Monster Training each have two difficulty levels. Move your joystick left or right to choose Easy Level or Difficult Level from the game selection screen.

2. In the Monster Training, you can choose between one-player and two-player modes. Move your joystick to choose 1P (one player) or 2P (two players). Note: Two-player mode is not available when played on the **V.SMILE Pocket™** or **V.SMILE Cyber Pocket™**.

3. Move the joystick up and down to switch between level and player selection.

4. When you have finished the selection of level and player mode, move the joystick to choose the game and press the ENTER button to start the game.



STEP 3: Start Your Game

- For Monster Missions, please go to the “Activities- Monster Missions” section.
- For Monster Training, please go to the “Activities- Monster Training” section.
- For 3D Monster Gallery, please go to the “Activities- 3D Monster Gallery” section.



FEATURES

HELP Button

When you press the **HELP** button during a game, you will hear the activity instructions or a helpful hint.

EXIT Button

When you press the **EXIT** button, the game will pause. A window will pop up to check that you really want to quit. Move the joystick left to the “Yes” to leave the game or right to the “No” to cancel the exit screen and keep playing. Press the ENTER button to choose.



LEARNING ZONE Button

The **LEARNING ZONE** button is a shortcut that takes you to the Monster Training game selection screen. When you press the **LEARNING ZONE** button the game will pause. A window will pop up to check that you really want to quit. Move the joystick left to the “Yes” to leave the game or right to the “No” to cancel the exit screen and keep playing. Press the **ENTER** button to choose.

V.Link™ Connection

When you plug a **V.Link™** (sold separately) into the console, a new selection – “V.Link™ Connection” - will appear under the main menu. You can select it to download your game score to the **V.Link™**. After the downloading process is complete, you can plug the **V.Link™** into your computer and unlock some fun web games on the **V.Smile™** Web Page. Please don't unplug the **V.Link™** during the downloading process.



Bonus Game on V.Smile™ Web Page

When you reach a certain score in **Monster Missions**, you'll be rewarded with special gold coins. You can save your score to the **V.Link™** and then plug the **V.Link™** into a PC. You'll then be able to use the gold coins to unlock special bonus games on the **V.Smile™** Web Page.



How To Earn Gold Coins:

Gold Coin	Condition
1st gold coin	Get a total score of 1 in the Monster Missions Story Mode
2nd gold coin	Get a total score of 176 in the Monster Missions Story Mode
3rd gold coin	Get a total score of 246 in the Monster Missions Story Mode
4th gold coin	Get a total score of 299 in the Monster Missions Story Mode



ACTIVITIES

Educational Curriculum

Monster Missions	Curriculum
Monster Missions 1 - Cafeteria Chaos	Letters and Spelling
Monster Missions 2 - Street Skate	Directions and Hand-Eye Coordination
Monster Missions 3 - Alien Attack	Colors and Patterns
Monster Missions 4 - Monster Combat	Shapes
Mini Game 1 - Bridge Battle	Number sequence
Mini Game 2 - Hard Wired	Colors and Logic
Monster Training	Curriculum
Training 1 – B.O.B.'s Belly	Object identification
Training 2 – Monster Meals	Food types
Training 3 – Dr. Cockroach's Lab	Colors

Monster Missions - Game

Status Bar

In each game, the status bar stays on the screen to show you how you are doing.

Monster Energy	Amount of energy remaining to complete the game
Score	The points you've earned during the current game

Monster Energy



Score

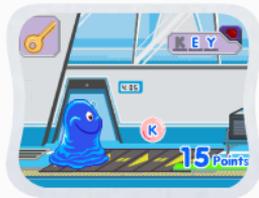
Basic Operations

Move to the left	[Motion Sensor Mode] Tilt the controller left 	[Joystick Mode] (←)
Move to the right	[Motion Sensor Mode] Tilt the controller right 	[Joystick Mode] (→)
Monster General Move [Jump/ Squat/ Fly]	Enter	
Monster Ultimate Moves [Attack]	Green Color Button	
Switch Monster	Red Color Button	

Monster Mission 1 – Cafeteria Chaos

Game Play

It's a Monster's life in the Government Containment Area. Dinner time has just been announced, and now the Monsters have to get to the cafeteria ASAP! Help the monsters to collect missing letters and spell words along the way.



Curriculum: Letter and Spelling

- ★ **Easy Level:** 3 – 4 letter words, unlimited Ultimate Moves.
- ★★ **Difficult Level:** 3 – 7 letter words, limited Ultimate Moves.

Operations in Mission 1:

Move to the left	[Motion Sensor Mode] Tilt the controller left 	[Joystick Mode] (←)
Move to the right	[Motion Sensor Mode] Tilt the controller right 	[Joystick Mode] (→)
Monster General Move [Jump/Squat/ Fly]	Enter	
Monster Ultimate Moves [Attack]	Green Color Button	
Switch Monster	Red Color Button	

Monster Mission 2 – Street Skate

Game Play

The Aliens have landed and the robot is after Ginormica. Help her to skate along San Francisco's busy streets and reach the bridge.



Ginormica needs to follow the traffic light to avoid the robot.



Curriculum: Directions

★ **Easy Level:** Fewer obstacles

★★ **Difficult Level:** More obstacles

Operations in Mission 2:

Move to the left	[Motion Sensor Mode] Tilt the controller left 	[Joystick Mode] (←)
Move to the right	[Motion Sensor Mode] Tilt the controller right 	[Joystick Mode] (→)
Squat	[Motion Sensor Mode] Tilt the controller away from you 	[Joystick Mode] (↓)

Mini Game 1 – Bridge Battle

Game Play

Insectosaurus must stop the robot from destroying the Golden Gate Bridge.



Curriculum: Number sequence

★ **Easy Level:** Consecutive number order; number balls move slower.

★★ **Difficult Level:** Odd/Even number order; number balls move faster.

Operations in Mini Game 1:

Confirm answer	Enter	
Wake Insectosaurus up	[Motion Sensor Mode] Swing the controller up and down 	[Joystick Mode] Enter

Monster Mission 3 – Alien Attack

Game Play

Ginormica has been taken to the Alien mother ship. The Monsters sneak onto the mother ship to save her and stop Gallaxhar's cloning machine. Sneak through the ship and stop the cloning machine before it's too late!



Enter the computer room to play Mini Game 2.



Curriculum: Colors and Patterns

★ **Easy Level:** The color of the clones' shirts will be different.

★★ **Difficult Level:** The pose of the clones will be different.

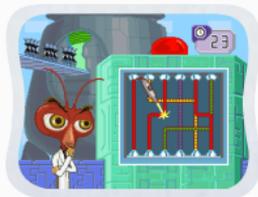
Operations in Mission 3:

Move to the left	[Motion Sensor Mode] Tilt the controller left 	[Joystick Mode] (←)
Move to the right	[Motion Sensor Mode] Tilt the controller right 	[Joystick Mode] (→)
Wake the monster up	[Motion Sensor Mode] Swing the controller up and down 	[Joystick Mode] Enter
Monster General Moves [Jump/ Squat/ Fly]	Enter	
Monster Ultimate Moves [Attack]	Green Color Button	
Switch Monster	Red Color Button	
Catch the different clone	Color Buttons	

Mini Game 2 – Hard Wired

Game Play

Help Dr. Cockroach, Ph.D. to cut the correct wires and stop the cloning machine. Follow the sequence and cut the wires in order.



Curriculum: Colors and Logic

★ **Easy Level:** Sequence of 2-3 flashing wires need to be cut.

★★ **Difficult Level:** Sequence of 4-5 flashing wires need to be cut.

Operations in Mini Game 2:

Move the laser pointer left	(←)
Move the laser pointer right	(→)
Move the laser pointer down	(↓)
Move the laser pointer up	(↑)
Cut	Enter

Monster Mission 4 – Monster Combat

Game Play

Help Ginormica to avoid the clones while flying on hovercrafts, get to the exit and finally reach Insectosaurus. Collect as many correct shapes as possible along the way.



Curriculum: Shapes

★ **Easy Level:** Regular geometric shapes, fewer obstacles and clones

★★ **Difficult Level:** More complex shapes, more obstacles and clones

Operations in Mission 4:

Move to the left	[Motion Sensor Mode] Tilt the controller left 	[Joystick Mode] (←)
Move to the right	[Motion Sensor Mode] Tilt the controller right 	[Joystick Mode] (→)
Move down	[Motion Sensor Mode] Tilt the controller away from you 	[Joystick Mode] (↓)
Move up	[Motion Sensor Mode] Tilt the controller toward you 	[Joystick Mode] (↑)
Speed Up	Enter	

Monster Training - Game

The Monster Training Mode is similar to the Learning Zone area as seen in previous VSMILE/V.MOTION games. All the activities are curriculum based.

- There are 3 types of training and the player will guide different characters to pass the training.
- 1-player mode and 2-player mode are available in all training games.
- In 2-player mode, players will compete with each other head to head.

Training 1 – B.O.B.'s Belly

Game Play

Inside the Government Containment Area, Dr. Cockroach, Ph.D. and The Missing Link are guessing what has been swallowed by B.O.B. And B.O.B. eats some pretty odd things.



Curriculum: Object identification

★ **Easy Level:** A blurred picture is shown inside B.O.B.'s belly.

★★ **Difficult Level:** A shadow of the object is shown inside B.O.B.'s belly.

Operations in Training 1

Move to the left	(←)
Move to the right	(→)
Confirm answer	Enter

Training 2 – Monster Meals

Game Play

It's dinner time at the Government Containment Area, and the Monsters are trying to learn about different food groups. Catch and eat the correct foods according to the food type shown.



Curriculum: Food types

★ **Easy Level:** Fewer pieces of garbage. Collect one type of food per category.

★★ **Difficult Level:** More garbage. Collect multiple types of food per category.

Operations in Training 2

Move to left	[Motion Sensor Mode] Tilt the controller left 	[Joystick Mode] (←)
Move to right	[Motion Sensor Mode] Tilt the controller right 	[Joystick Mode] (→)

Training 3 – Dr. Cockroach's Lab

Game Play

Inside Dr. Cockroach's laboratory, he and The Missing Link are doing an experiment with colors. Help them to mix the correct color. Be careful, because a wrong choice may cause an explosion!



Curriculum: Colors

★ **Easy Level:** One of two required colors is already given to the player.

★★ **Difficult Level:** Choose both colors to mix the correct color.

Operations in Training 3

Move the cursor to left	[Joystick Mode] (←)
Move the cursor to right	[Joystick Mode] (→)
Move the cursor up	[Joystick Mode] (↑)
Move the cursor down	[Joystick Mode] (↓)
Choose the color	Enter

3D Monster Gallery

A Bonus “Top Secret” 3D photo gallery is hidden inside this Monsters vs Aliens game!

The game will initially have two unlocked pictures for the player to view. Additional pictures are locked.

You can unlock additional pictures by scoring higher than 50% within a single Monster Mission game.

6 Monster Files can be collected in all. Each file contains a 3D image of the Monster, plus some fun voice clips.



Instruction

You can only see the 3D effect by wearing 3D glasses, which are included inside this package.

Move your joystick left of right to switch the photo. Press ENTER to hear the characters' voices.



CARE & MAINTENANCE

1. Keep your **V.Smile® Motion™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep the unit out of direct sunlight and away from direct source of heat.
3. Remove the batteries when not using it for an extended period of time.
4. Avoid dropping it. **NEVER** try to dismantle it.
5. Always keep the **V.Smile® Motion™** away from water.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television. While the **V.Smile® Motion™ Active Learning System** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on a television screen at close range and handling a joystick for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.



TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number. (The model number is typically located on the back or bottom of your product.)
- The actual problem you are experiencing.
- The actions you took right before the problem.

Internet: www.vtechkids.com

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada



OTHER INFO

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TEL NO.: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

